

FIG. 1 PRIOR ART HDNS-2000 PRINCIPLE OF OPERATION

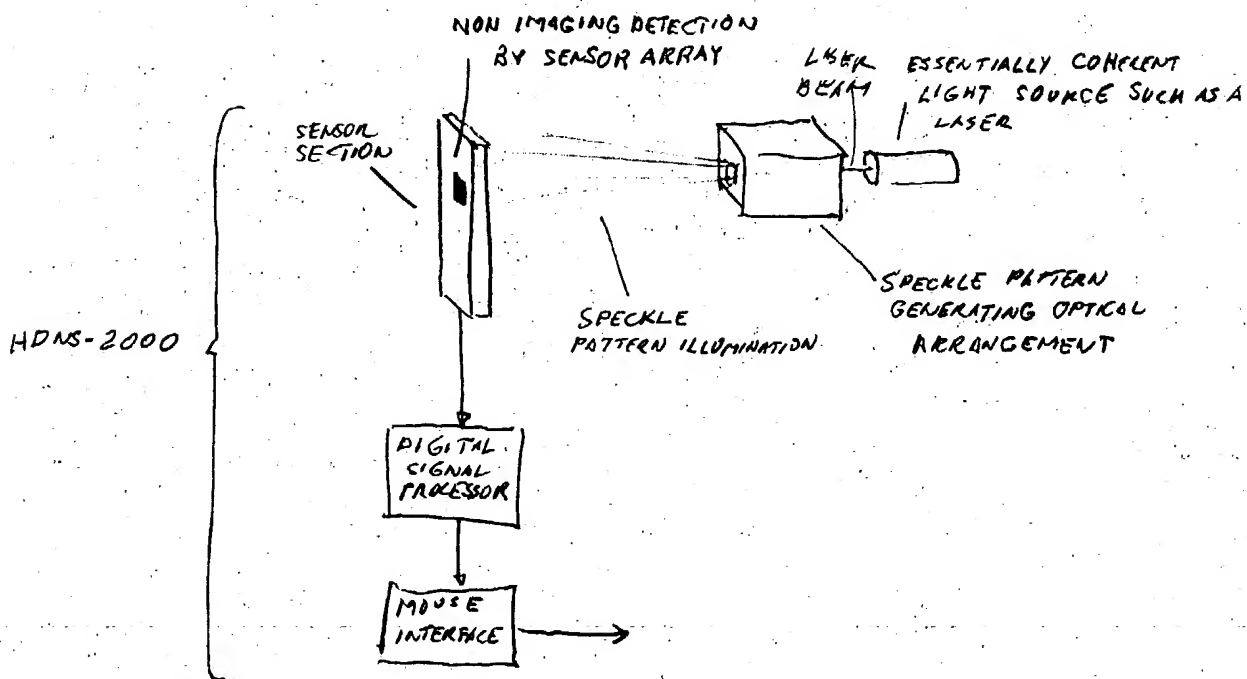


FIG. 2 CURRENT ART - SPECKLE PATTERN CONTROL OF MOUSE POSITION

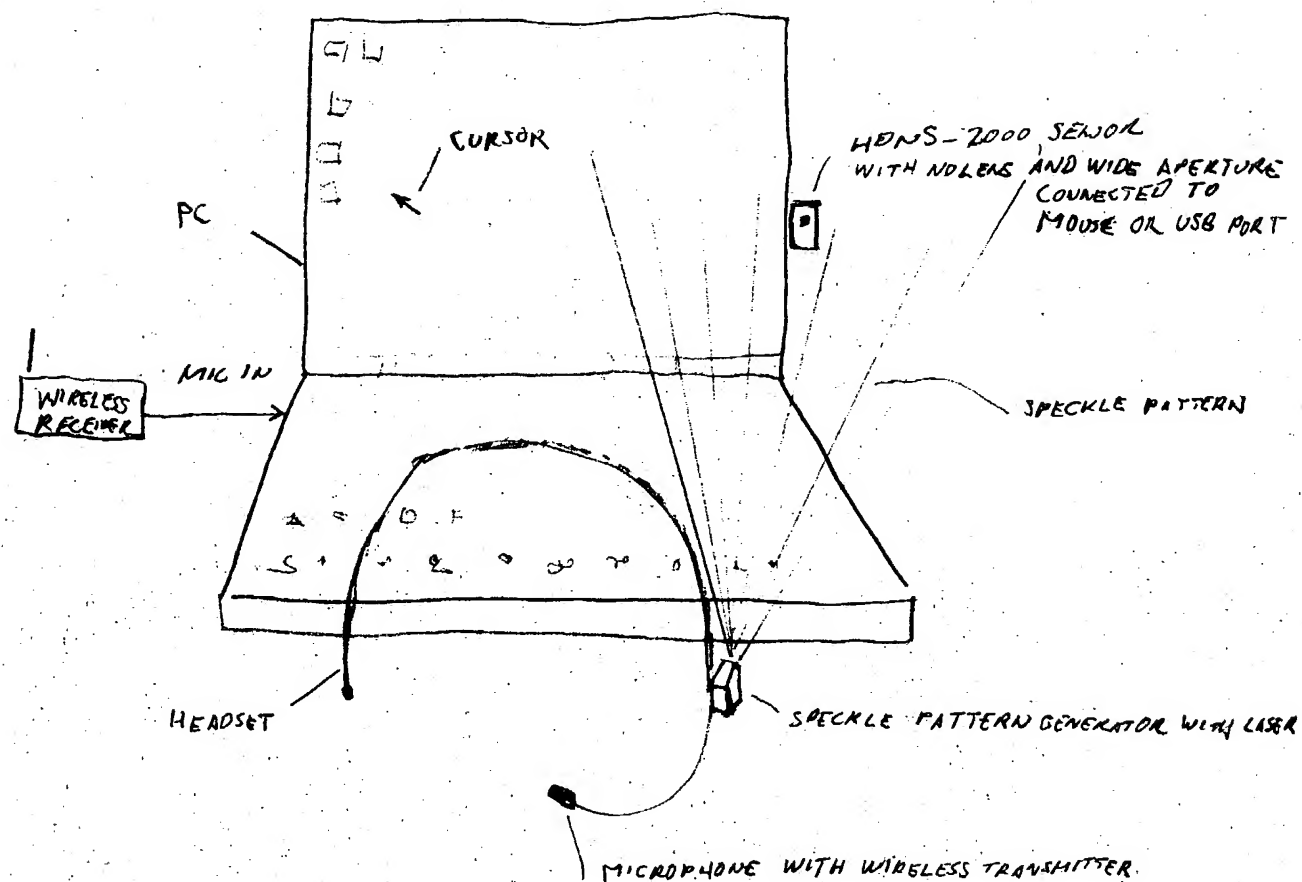


FIG 3 NOVEL CONCEPT FOR HEAD TRACKING USING

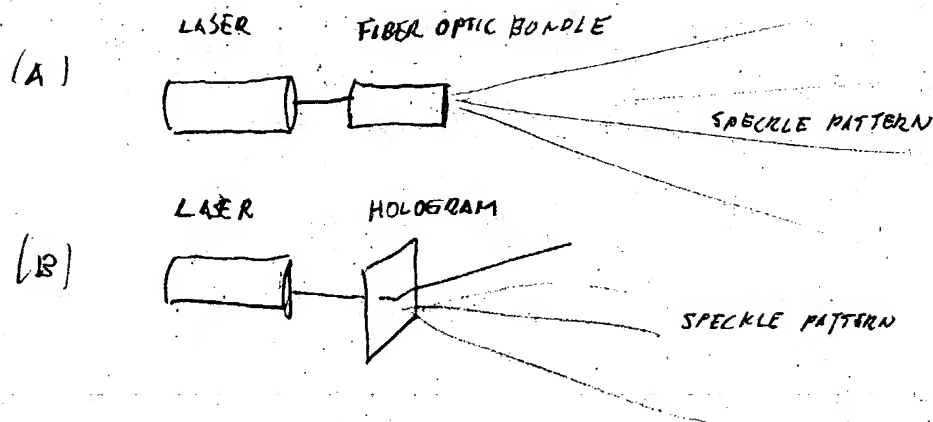


FIG 4. METHODS OF PRODUCING THE SPECKLE PATTERNS

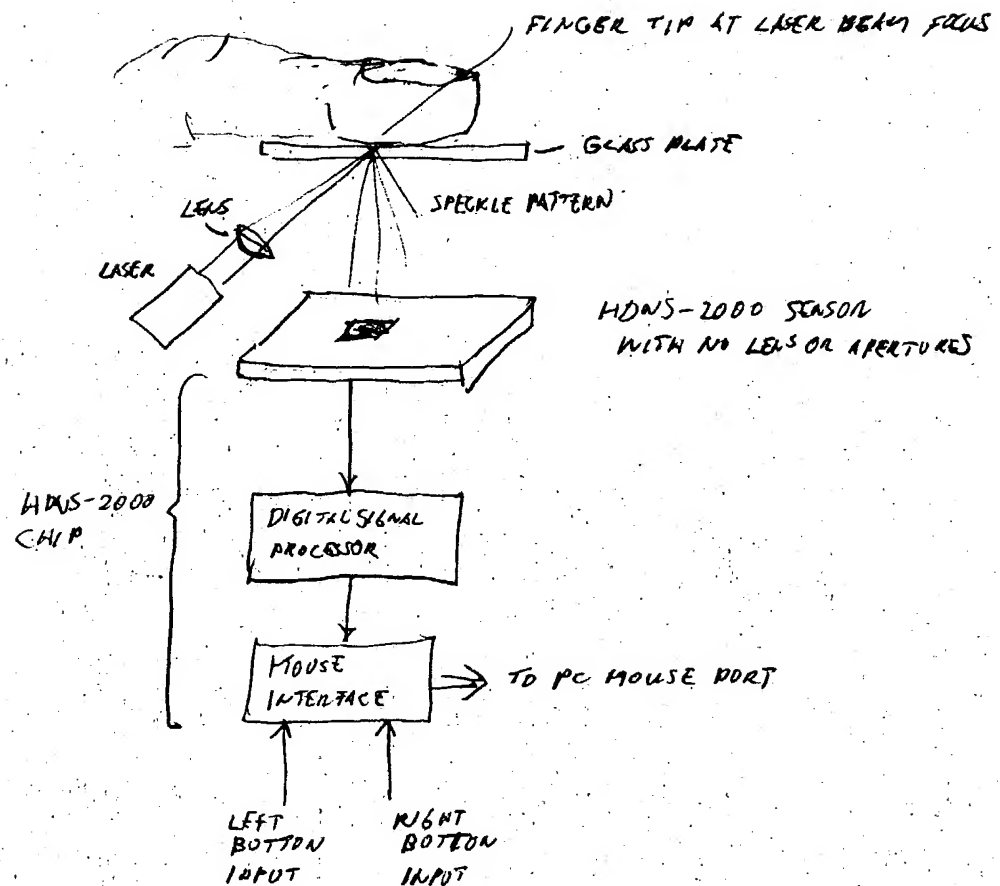


FIG 5 FINGER TIP CONTROLLED MOUSE